


BATTLESHIPS

YOUR SHIPS

					5					
					4					
					3					
					2					
					1					
-5	-4	-3	-2	-1	0	1	2	3	4	5
					-1					
					-2					
					-3					
					-4					
					-5					



The illustration shows a 10x10 grid representing a battleship game board. Several ships are placed on the grid: a large aircraft carrier (5 squares long), a battle ship (4 squares long), a cruiser (3 squares long), a destroyer (2 squares long), and a submarine (2 squares long). A yellow explosion indicates a hit on one of the ships. Green squares represent water.

FLEET					
#	SHIP	SIZE			
1x	Aircraft Carrier	5			
1x	Battle ship	4			
1x	Cruiser	3			
2x	Destroyer	2			
2x	Submarine	2			

					5					
					4					
					3					
					2					
					1					
-5	-4	-3	-2	-1	0	1	2	3	4	5
					-1					
					-2					
					-3					
					-4					
					-5					

ENEMY SHIPS

RULES:

1. The game is played on four grids, two for each player. The grids are typically square – usually 10×10 –. On one grid the player arranges ships and records the shots by the opponent. On the other grid the player records his own shots.
2. Before the game begins, each player secretly arranges their ships on their primary grid. Each ship occupies a number of consecutive squares on the grid, arranged either horizontally or vertically. The number of squares for each ship is determined by the type of the ship. The ships cannot overlap.
3. After the ships have been positioned, the game proceeds in a series of rounds. In each round, each player's turn consists of announcing a target square in the opponent's grid which is shot. If a ship occupies the square, then it takes a hit.
4. The opponent then fires a shot at the first player's ships. When all of the squares of a ship have been hit, the ship is sunk. When a player has all the ships sunk then the game ends and the other player wins.